

Peanut Farmers Simulation

1) **Supplies** - Ziploc bags filled with:

- | | |
|---|--|
| <input type="checkbox"/> Only a little chocolate | <input type="checkbox"/> Chocolate and technology |
| <input type="checkbox"/> Only a little money | <input type="checkbox"/> Money and peanuts |
| <input type="checkbox"/> Only a few peanuts | <input type="checkbox"/> Money and technology |
| <input type="checkbox"/> Only a little technology | <input type="checkbox"/> Peanuts and technology |
| <input type="checkbox"/> Only a lot of chocolate | <input type="checkbox"/> Chocolate, money, and peanuts |
| <input type="checkbox"/> Only a lot of money | <input type="checkbox"/> Chocolate, peanuts, and technology |
| <input type="checkbox"/> Only a lot of peanuts | <input type="checkbox"/> Chocolate, money, and technology |
| <input type="checkbox"/> Only a lot of technology | <input type="checkbox"/> Money, peanuts, and technology |
| <input type="checkbox"/> Chocolate and money | <input type="checkbox"/> Chocolate, money, peanuts, and technology |
| <input type="checkbox"/> Chocolate and peanuts | |

2) **Goal of simulation** – To make as many candy bars as you can within a given time frame.

3) **Requirements for making a candy bar** – A candy bar consists of:



1 piece of chocolate



1 nut



1 technology "chip"



\$100

3) **Rules** –

- You should have one Ziploc bag filled with resources.
 - In order to "pass" the assignment, you must obtain the resources necessary to make at least one complete candy bar within the time allotted, but you should try to make as many candy bars as possible in the time allotted.
 - You may negotiate with one another. Thinking outside the box is allowed.
- ## 4) **Process** – Explain the goal of the simulation, the requirements for making a candy bar, and the rules. "Run" the simulation for 5 minutes, do a little debriefing, continue for 10-15 minutes. Discuss as a class.
- ## 5) **Key Terms** – Alliance, deficit, demand, glut, monopoly, natural disaster, subsidy, supply, surplus, taxes, trade